

# OFFICIAL

# WARHAMMER

## AMENDMENTS

Although we are all very pleased with the new second edition Warhammer, one or two niggly errors managed to creep into the printed copy. The main problem was with sections of correction actually physically falling from the pages before the printing plates were prepared! Must remember to use stronger glue next time.

This manifested itself most alarmingly on the page reference numbers - the numbers simply fell off, so we have many references to page 'x'. Whilst this is irritating it in no way affects the playability of the rules themselves.

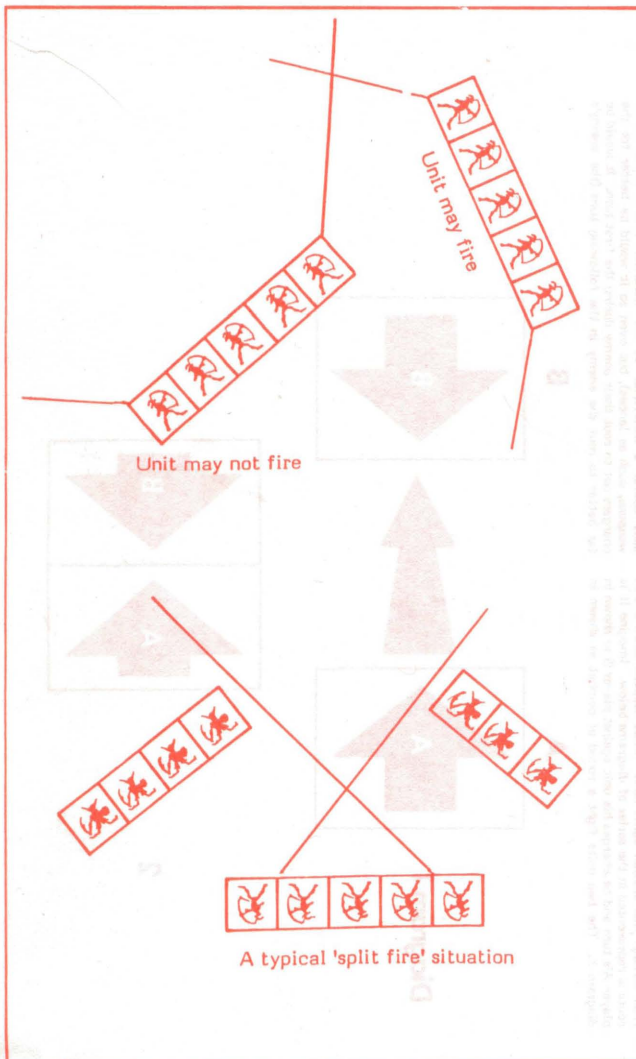
Some of the other corrections **do** effect the rules, and you will find it worth while to note them down and remember them

### COMBAT VOLUME

p12 Final paragraph p x. should read p 38.

p15 Left hand column, final paragraph p xx. should read p 20.

p18 **Firing by Units.** The diagrams are not as clear as they might be, and although the diagrams are not essential to the rule, players might like to refer to the diagrams below.



p19 **Measuring Distances.** On the diagram at the bottom of the first column write **maximum range** next to the line as drawn. On the diagram on the top of the second column write **short range** next to the line as drawn.

p22 **Who Can Fight.** Note that the shading was missed off the diagram. All front rank models can fight except for the large model on the extreme left hand side.

p24 Left hand column, final paragraph p xx should read p 29.

p26 Left hand column, second paragraph page xx. should read page 27.

p28 Right hand column, third paragraph page xx should read page 31.

p34 Right hand column final paragraph. Delete **Animals which are used as mounts for champions and minor heroes cost +10 extra points. Animals which are to be used as mounts for other characters cost +20 extra points.**

Instead substitute:-

Arms and Arms modifiers apply to mounts in exactly the same way as to weapons and armour. Creatures with a basic PV of more than 10 will have to pay extra points for their mounts, this will invariably include some champions, and all heroes and wizards. The PV of the mount and any arms and armour can be added together, and a suitable modifier applied to the total.

p38 Final paragraph page xx. should read p 34.

p45 Note that the diagrams have actually been positioned wrongly. The diagram on the right hand side should occupy the position top left. The diagram top left should occupy the position bottom left. The diagram bottom left should occupy the position top right. In all cases **unit A** is at the top of the page, and **unit 1** is at the bottom of the page.

p51 Stone Thrower Profile. BS is given as 3, but note that the BS is not actually used to determine hits anyway.

### BATTLE BESTIARY

p14 **Dwarfs - World Distribution.** ..remaining New World should read .. **remaining Old World** of course. There are a few Dwarf adventurers in Lustria and the South Coast, but they are small in number compared to the relatively numerous Norse and Old Worlder humans.

**Dwarfs - Special Rules.** Insert:-

Dwarfs are a hardy people, well able to carry heavy loads without obvious signs of stress. Dwarfs **never** suffer any **Movement Allowance** reduction for shields and armour that they wear. So a Dwarf wearing full plate armour can still move at his full 3". See **Combat** p 15.

p28 **Troglodytes - Special Rules.** Note that the strange and unpleasant smell emitted by Troglodytes is known as **Nausea**, and the -1 'to hit' penalty imposed on foes is known as **-1 for Nausea**.

p43 **Swarms - Special Rules.** Note that a Swarm represents 100 creatures not 1000 as given.

p44 **Warhorses - Basic Points.** We have arbitrarily decided that the points cost of the Warhorse works out as far too cheap compared with normal horses. The Basic Points is therefore increased to 5 + 5 if used as a mount, a total of 10 points.

p46 **Lesser Demon - Basic Points value** is 66 points not 32.



# RICK PRIESTLEY GOES IN PURSUIT

Every now and then we drag out the unwilling goblins, orcs, chacties, a Warhammer vacuum cleaner salesman for a good bashing, as Warhammer. Now I enjoy a thorough stomp - preferably as the insane and sadistic leader of a bunch of latty goblin or wolf riders. Sadly this never seems to happen...always, always, always I end up as the gamesmaster (I prefer the term 'omnipotent one' at such times). Being the GM (or OO in this case) is O.K., but I miss the opportunity to inflict carnage (especially on that great Chaos Lord Bryen Ansell who almost certainly deserves it). But, worst of all, worst than anything you can imagine, worst even than a dinner date with Tony Ackland, is the incessant whining and wingeing perpetrated by the opposing commanders as their favourite units vanish in a mistle of blood, are purged out of combat or just run off and hide in trees for such times as responding commanders are in a pitiful attempt to find some loop-hole that will save their bacon. The smell of burnt gammon firmly in his nostrils, the by now shrieking commander invariably takes unquiet solace in pointing out what he perceives to be an unfair or discriminatory rule. Mostly this is just sour grapes, and what with all these sour grapes and gammon around we usually get hungry at this time and disappear off to the curry house via the pub. Thus weaned my fellow players and I indulge in a running debate on whatever rule it was that caused the problem. It is truly amazing how eight beers and a curry can solve almost anything. Or was it a beer and eight curries? Anyhow, on the occasion I have in mind it certainly worked, and that is what this short and not very to the point article is about. You were beginning to wonder weren't you?

The rule in question concerns pursuit. This is described in the Warhammer second edition rule book page 27. If you have a fascinating and thoroughly educational rules rep, then I suggest you read through this section again now. What happens when a unit routs is represented in the series of diagrams below. Imagine it is player A's turn and he charges his unit against player B as shown in diagram 1. The two units fight a round of combat as shown in

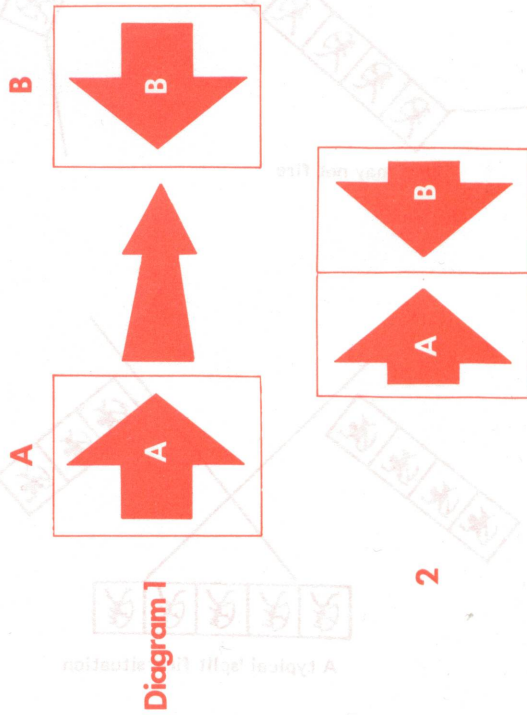


diagram 2, player A suffers no casualties, player B suffers 4 casualties. Is forced to take a rout test, fails this and is routed. The new routing unit B is instantly moved 4" away from unit A in accordance with the rules. Player A decides to pursue, and so unit A is also moved 4" and remains in contact behind unit B. The situation is now as in diagram 3. So far so good. That is the end of player A's turn with total victory achieved and the enemy firmly on the run. It is now player B's turn and unit B is moved at double rate away from the pursuers. As the two units are now out of contact there is no subsequent combat and the pursuit has been effectively ended. Unit B may attempt to rally at the end of the turn. Unit A becomes **confused** until the end of their own next turn. The situation is now as in diagram 4.

So unit A is now effectively stranded, without causing any additional damage on the routing unit. I think player A might at least fairly expect to be able to further pursue his enemy, causing more damage and mangle player B in a satisfying manner. The situation seems even more unfair if you consider what would have happened if unit B had routed unit A. What would have happened is as follows. In player A's turn unit A charges unit B as in diagram 1. A round of combat is fought and player B suffers no casualties, but player A suffers 4 casualties, fails the subsequent rout test and is routed. Unit A is moved 4" away from unit B. It is now player B's turn and the situation is shown in diagram 5. It is now player B's turn. Unit B cannot move because of the presence of unit A. So both units remain stationary and a round of combat is fought. During combat unit B causes sufficient casualties to wipe out unit A totally - unit A counting as routed on the combat table, and losing the protection of shields.

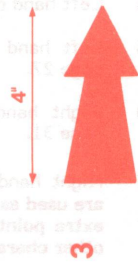
Seems unfair doesn't it? In many ways unit A would be better off not to enter combat but to wait until charged. Of course, charging does confer a beneficial 'to hit' modifier (more so for some weapons, such as lances), but even so it would be better for the chargers not to rout their enemy during the first turn. It would be far better to rout the enemy in the following turn (the enemy's

turn) so that during pursuit it is the pursuers own turn, and the routers cannot get away.

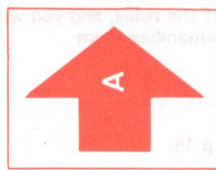
So as they stand the rules do not allow for the situation where a body of fast, well armed and mobile troops (such as cavalry lancers) routs a slower, more clumsy enemy, and then pursues them utterly into the ground. Obviously this is not a good thing - anything that gets in the way of slaughter, death and carnage cannot be a good thing. So, when my gaming commander asked me to agree because I'd already suffered being beaten around the head with a half eaten chapati, and someone was reaching purposefully for the Chicken Vindaloo.

The new rule allows for pursuers to continue moving as the routers move - during the router's own turn. Pursuers move at double rate, the same as chargers. To continue pursuit in this way the pursuers must be able to move at least as quickly as the routers. If they cannot do so then the rules apply as before.

As routers move away from pursuers during their turn the pursuers have the option of continuing the pursuit or not. If the player decides not to pursue then he must test against his leadership and if successful the pursuers are halted and become **confused** until the end of their next turn - as in Pursuers para. 4 and 5 on page 27. If



Confused



Routing



the player fails to successfully halt a pursuit or if the player decides to pursue then the pursuers are instantly moved forward into contact and a round of combat is fought as normal. Once involved in a pursuit, troops move only during the router's turn until they are halted either by a successful leadership test, as described, or by reason of the enemy being totally routed. Once routers are totally destroyed or routed, the chase ends. Routers are charged by fresh enemy during their next turn. Pursuers may be charged by fresh enemy during a pursuit - move the pursuers first and then the chargers. Pursuers charged in this way become **confused** and remain so for the duration of the combat, until they are routed or rout their enemy. If confused troops rout their enemy they must halt, and will remain confused until the end of their next turn.

The implications of this new rule are that it becomes more difficult to actually stop a unit pursuing, especially fast units with poor leadership - such as goblin wolf riders. This is good in a way, because it simulates their lack of discipline and love of needless slaughter! Routing also becomes more dangerous, especially for wiped out during a rout. The new rule also introduces the possibilities of using reserve units to catch over enthusiastic pursuers. ■

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